

PX015

Club 6p

INSTRUCTION  
MANUAL



# 1. GENERAL DESCRIPTION

Club 6p is a 6-channel, programmable lighting controller, each channel can be controlled separately. It has an all-channels sum slider of highest priority and flash buttons, that light the selected channel up with full brightness.

Built-in memory allows to define 6 scenes or 6 chasers.

The controller has also the chasers' rendering speed adjustment feature. Built-in microphone allow to synchronize chasers' rendering to the music rhythm.

The Club 6p controller is manufactured in a stable, slightly declivous desktop type casing of small dimensions.

## 2. SAFETY CONDITIONS

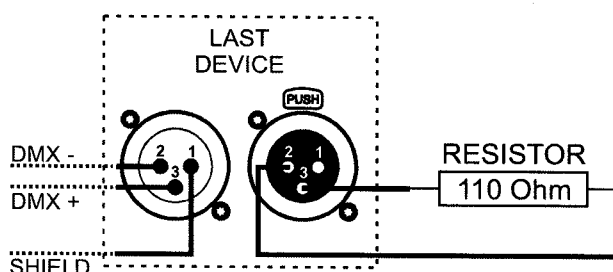
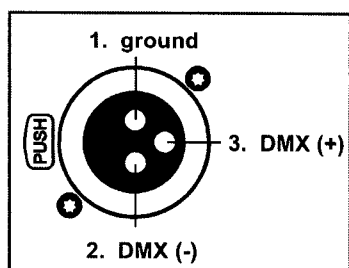
PX015 Club 6p controller is a device powered with safe voltage 9 - 12 V; however, during its installation and use the following rules must be strictly observed:

1. The device may only be connected to 9 - 12 V AC / DC with current-carrying capacity compatible with technical data.
2. All the conductors should be protected against mechanical and thermal damage.
3. In the event of damaging any conductor, it should be replaced with a conductor of the same technical data and attestations.
4. Connection of DMX signal can be made with shielded conductor only.
5. All repairs and connections of outputs or DMX signal can be made with cut off power supply only.
6. PX015 should be strictly protected against contact with water and other liquids.
7. All sudden shocks, particularly dropping, should be avoided.
8. The device cannot be turned on in places with humidity exceeding 90%.
9. The device cannot be used in places with temperature lower than 2°C or higher than 40°C.
10. Clean with damp duster only.

### 3. CONTROLLER AND DIMMERS CONNECTION

The Club 6p controller sends out the control signal in a DMX-512 standard. With this signal the light dimmers that control the terminal devices (spotlights) are controlled. The proper operation of the whole set requires setting the proper DMX addresses of the controlled dimmers and a correct connection between the controller and all the dimmers, made with a signal cable.

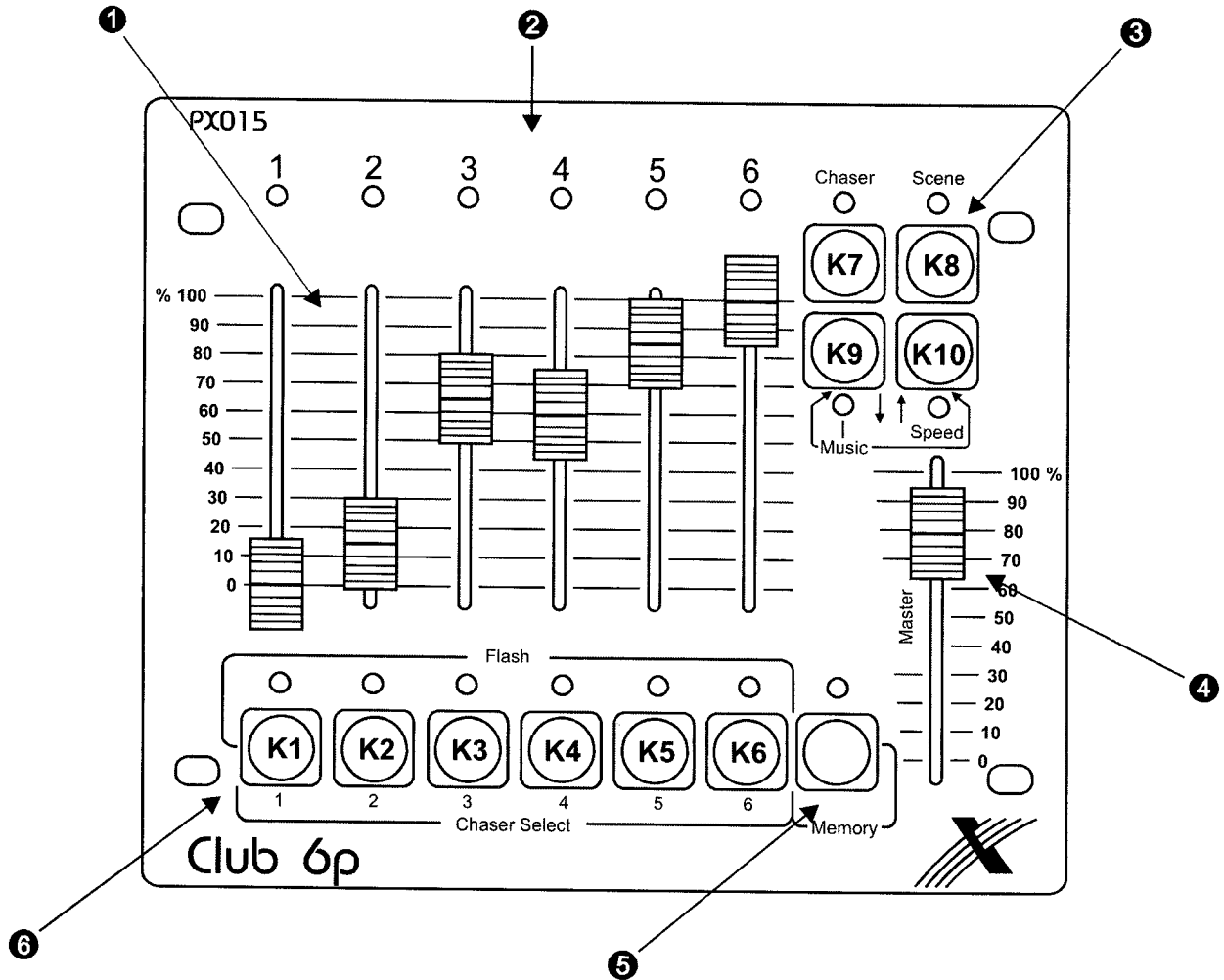
The most important information about creating the proper connections of the controller and the dimmers are given below:



1. To connect the devices application of the microphone cable is strictly recommended (two strands in a shield).
2. All devices have to be connected in series only, that is:
  - the output of the controller to the first dimmer input,
  - the output of the first dimmer to the input of the second one,
  - the output of the second dimmer to the input of the third one,
  - etc.
3. To split the DMX line it is necessary to use the DMX SPLITTER (PX094).
4. In case of the great number of devices or long distances use the DMX REPEATER (PX097). It is an amplifier of the DMX signal.
5. In the last device a terminator must be installed. It is a 110 Ohm resistor.
6. In the controlled dimmers the proper DMX addresses must be set, considering, that the Club 6p controller attends to 24 channels. The exemplary DMX address settings for four 6-channel dimmers are shown below.



## 4. FRONT PANEL DESCRIPTION



- ❶** 6 sliders field                      Set of 6 sliders, for adjusting the brightness of the particular channels or previously defined scenes.
- ❷** Outputs control LEDs              Set of LED indicators, that show the status of the particular channels.
- ❸** Functional buttons                    Buttons for controlling the console programming and chasers' rendering speed.
- ❹** MASTER slider                        The superior slider, for adjusting the brightness of all outputs.
- ❺** MEMORY button                        Button for console operation mode selection.
- ❻** Control buttons                        Buttons for defined scenes and chasers selection.

## 5. DATA SENDING MODE

The Club 6p controller has 3 modes of data sending to the DMX line. In all modes the controller sends out the data to the first 24 DMX channels.

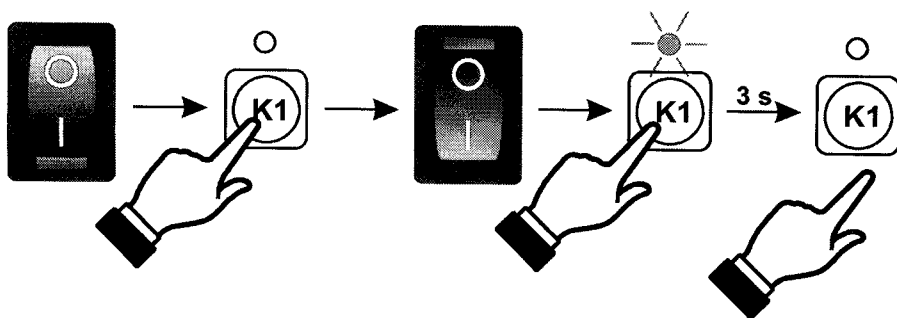
**A MODE** - the first 6 channels are for the sliders, taking the sum slider into consideration, the remaining 18 channels are always zero.

**B MODE** - the controller sends out 4 identical packets, 6 channels each. The channels value corresponds with the sliders adjustments, considering the sum slider.

**C MODE** - the first 6 channels correspond with the sliders, considering the sum slider, the next 6 channels do not take sum value into consideration, the remaining 12 are always zero.

To select the data sending mode:

1. Turn the controller off.
2. Press and hold the K1 button.
3. Turn the controller on.
4. After approximately 3 seconds release the K1 button.
5. You have programmed the A MODE.



The B and C modes programming is performed with the, accordingly, K2 and K3 buttons. The mode change is permanent, that means, cutting off the power supply and turning on again without holding K1, K2 or K3 button does not affect the previously selected mode.

After switching the controller on, the data sending mode is indicated with a LED flash in the appropriate K1, K2 or K3 button.

## 6. CONTROLLER OPERATION MODES

Club 6p controller can operate in two modes: standard and programmable. By pressing the MEMORY key you can switch between these two modes.

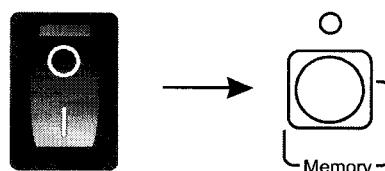
### 6.1. STANDARD MODE

After turning on, the controller sets itself automatically in a standard operation mode. The value on the output of each channel is dependent on the corresponding slider adjustment and the MASTER slider position. By pressing the FLASH key the channel lights up at 100%, regardless of the sliders position.

The LED over the MEMORY button is dimmed.

LEDs 1-6 indicate the 1 - 6 sliders status.

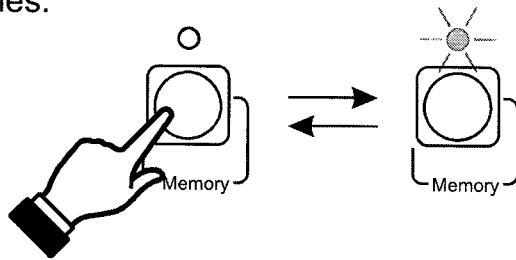
K7 - K10 keys are inactive.



## 6.2. PROGRAMMABLE MODE

You can activate the programmable mode by pressing the MEMORY button.

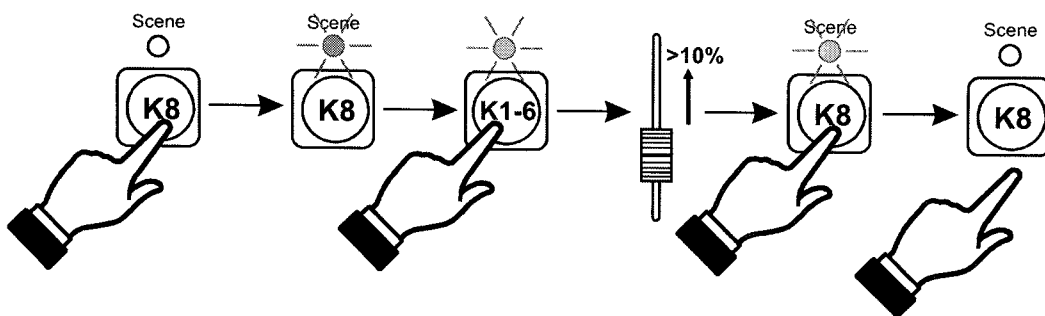
As long, as the controller operates in the programmable mode, the LED indicator over the MEMORY button shines.



## 7. PROGRAMMING

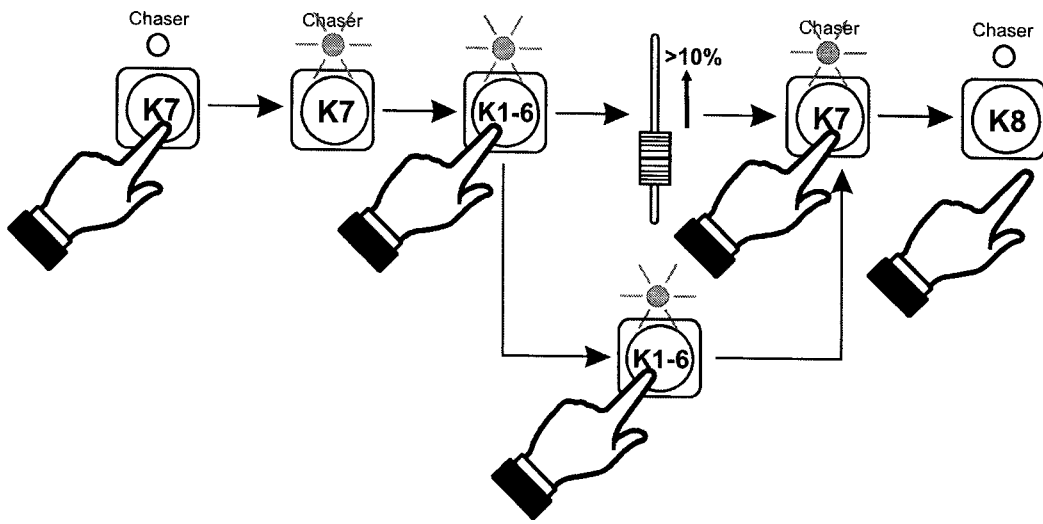
### 7.1. SCENES PROGRAMMING

1. Press the SCENE button. The corresponding LED will light up.
2. Select one of the K1 - K6 buttons. The LED over the chosen button will light up and the previously defined scene will be lit on the 1 - 6 LEDs.
3. Adjust the brightness with the sliders. The new slider value will be shown on the output if you move it at a rate higher than 10%.
4. Press the SCENE button again to save your settings. If you want to cancel scene programming, press the CHASER button.



### 7.2. CHASERS PROGRAMMING

1. Press the CHASER button. The corresponding LED will light up.
2. Press one of the K1 - K6 buttons. The LED over the chosen button will light up and the previously defined chaser will be rendered on the 1 - 6 LEDs.
3. Adjust the settings with the sliders. The new slider value will be shown on the output if you move it at a rate higher than 10%.
4. You can change the chaser to the other, by pressing one of K1 - K6 buttons. A different chaser is ascribed to each button.
5. Press the CHASER button again to save your settings. If you want to cancel chaser programming, press the SCENE button.

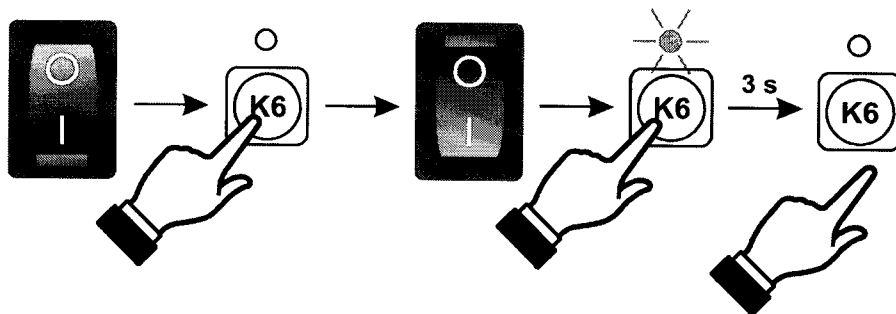


### 7.3. X-Fade PROGRAMMING (devices with serial number starting from 040301)

The controller allows to select, if the step-to-step switch during chasers rendering should be immediate (jumping rendering) or smoothly faded (X-fade option).

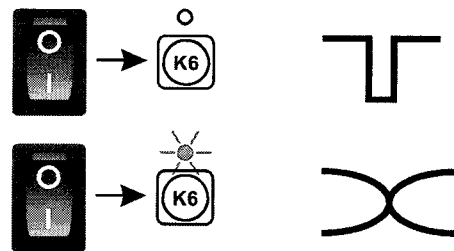
To turn the X-fade feature on or off:

1. Switch the controller off.
2. While holding the K6 button pressed switch the controller on.
3. After approximately 3 seconds release the K6 button.



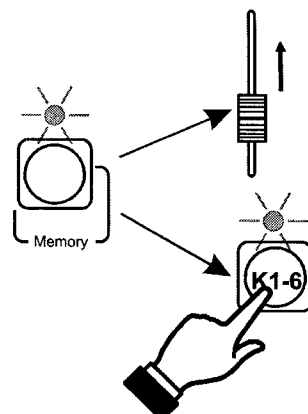
The current rendering mode is indicated with the LED over the button no. 6, for about 1 second after the controller is switched on:

- LED off - jumping rendering
- LED lit - smooth rendering



## 8. SCENES AND CHASERS RENDERING

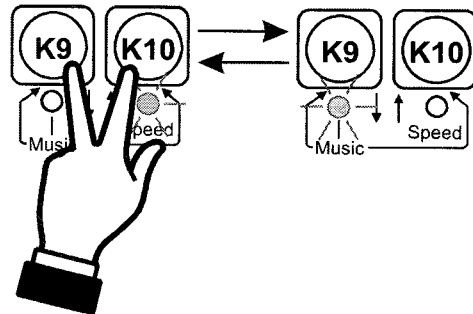
Scenes and chasers rendering is possible in the programmable operation mode only. To launch scene or chaser, simply move the slider, where the selected scene or chaser is ascribed to. The brightness of scene or chaser depends on the moved slider and MASTER slider adjustments.



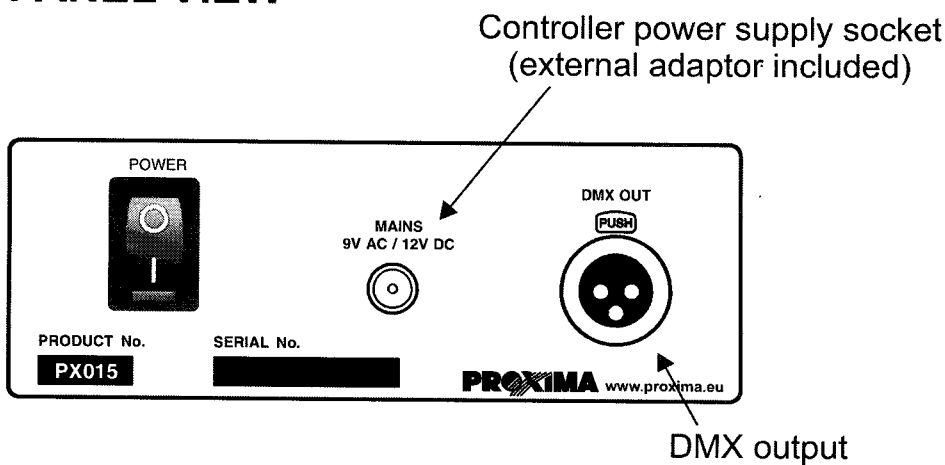
By pressing the FLASH button the ascribed scene or chaser is launched at full brightness (regardless to the corresponding slider and MASTER slider position). The scene or chaser is rendered with the full brightness as long, as the FLASH button is pressed.

Chasers' rendering speed can be adjusted with the K9 and K10 buttons in a 16 degrees range. Each press of one of these buttons accordingly increases or reduces the rendering speed of one degree. The currently set speed is always shown by the SPEED LED.

By pressing the K9 and K10 buttons concurrently, you can switch between chasers' rendering synchronization: music rhythm synchronization (MUSIC LED lit up) and the built-in clock.

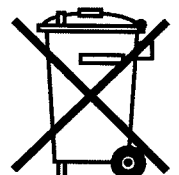


## 9. REAR PANEL VIEW



## 10. TECHNICAL SPECIFICATION

- DMX channels	24 (4 x 6)
- number of programmable light configurations (scenes or chasers)	6 scenes or chasers
- audio input	built-in microphone
- output:	
- DMX-512	3-pin XLR socket
- power supply	9 V AC (adaptor included)
- power consumption	6 VA
- weight	1 kg
- dimensions:	
- width	183 mm (19")
- height	165 mm
- depth	60 mm







ul. Przemysłowa 12  
30-701 Kraków, Poland

tel: +48 12 626 46 92  
fax: +48 12 626 46 94

e-mail: info@pxm.pl  
http://www.pxm.pl

## DECLARATION OF CONFORMITY according to guide lines 89/336/EWG

Name of producer: PXM s.c.

Address of producer: ul. Przemysłowa 12  
30-701 Kraków

*declares that the product:*

Name of product: **Club 6p**

Type: **PX015**

*answers the following product specifications:*

**EMC:** **PN-EN 55103-1**  
**PN-EN 55103-2**

*Additional informations:*

The DMX-512 output must be shielded and the shielding must be connected to the ground responding to the DMX connectors.

Kraków, 01.06.2006

**PXM S.C.**  
Danuta i Marek Żupnik  
30-701 Kraków, ul. Przemysłowa 12  
NIP 677-002-54-53

Marek Żupnik M.Sc.

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*Manufacturer reserves the right to make modifications in order to improve device operation.*

<i>PXM s.c.</i>	<i>tel.: (+48 12) 626 46 92</i>
<i>ul. Przemysłowa 12</i>	<i>fax: (+48 12) 626 46 94</i>
<i>30-701 Kraków</i>	<i>E-mail: info@pxm.pl</i>
<i>POLAND</i>	<i>Internet: www.pxm.pl</i>